

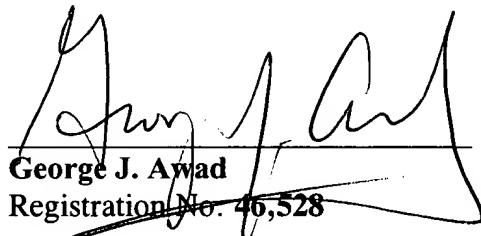
**REMARKS**

The changes to the Specification **do not** add new subject matter and are not offered for patentability purposes, but rather are offered correct a ministerial error found in the originally filed application. Accordingly, Applicants respectfully request that Examiner please enter this amendment prior to examination of the application.

**CONCLUSION**

Early consideration and allowance of the above-referenced patent application is respectfully requested.

Attached hereto is a marked-up version of the changes made to the claims by the current amendment. The attached page is captioned "**Version With Markings To Show Changes Made.**"



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**VERSION WITH MARKINGS TO SHOW CHANGES MADE****IN THE SPECIFICATION:**

The Specification has been amended as follows:

Page 8, Line 26, the following paragraph has been amended.

Application 11 may be process one or more pixel-based portions of an image for a given geometry-based vertex by passing selected portions of image data through graphics pipeline 17 multiple times with different parameters. This allows interface 15 such as OPENGL® to be used as a single-instruction, multiple-data (SIMD) computing surface by using several basic OPENGL® functions in multi-pass operations that are called by application 11. One such function may include, for example, Copy/TexImage which may define a texture array from frame buffer 70. One such application 11 that may utilize interface 15 as a SIMD computing surface is one that utilizes the RenderMan shading language. Details for translating a shading language such as RenderMan into multiple passes through a graphics pipeline 17 driven by a graphics interface 15 such as OPENGL® may be found in co-pending U.S. Patent Application serial number 09/056,[5]683, entitled "System and Method for High-Speed Execution of Graphics Application Programs Including Shading Language Instructions," filed April 8, 1998, which is herein incorporated by reference in its entirety.